

IN THE CLAIMS:**Please amend Claims 49-76 as follows:**

Sub E1 7 49. (Amended) A client networked device for connection to one or more remote ~~servers-computers~~ providing delivery of digital encoded ~~media-audio and/or video data and related metadata~~ via a network, the client networked device comprising:

- a media data buffer for receiving the digital encoded audio and/or video media data;
- a processor for ~~decoding said digital encoded media data and causing said digital encoded media data to be decoded and rendered at the client networked device~~ coupled with the media data buffer and a computer readable storage device; and
- a said computer-readable storage device on the client network device operative to contain unique file identifiers related to a location or address in the one or more remote ~~servers-computers'~~ memory where the digital encoded ~~media-audio and/or video data~~ is stored and a location or address in the one or more remote computers' memory where related metadata is stored, said unique file identifiers being capable of being displayed by the client networked device and of being selected using an input device coupled to the client networked device, said processor operative in response to a selection of the unique file identifier to generate a request via the communication network to receive digital encoded audio and/or video media data and the related metadata from the location or address in the remote ~~servers-computers'~~ memory on one or more remote ~~servers-computers~~ where said digital encoded ~~media-audio and or video data~~ is stored, said media data buffer operative, in response to a receipt of the request to receive digital encoded ~~media-audio and or video data~~ from the location or address in the remote servers-computers' memory on the one or more remote ~~servers-computers~~ to receive digital encoded audio and/or video media data and the related metadata via the communication network from said location or address in the one or more remote ~~servers-computers'~~ memory coupled with said one or more remote ~~servers-computers~~ and said processor operative to

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decode the received digital encoded audio and/or video data and render said received decoded digital encoded audio and/or video media data on the client networked device during receipt thereof of the digital encoded audio and/or video data.

50. (Amended) The client network device as recited in Claim 49 wherein said digital video encoded media audio and or video data includes streamed video data, and wherein said streamed video data is received by the media data buffer via the communications network in a packetized format.

51. (Amended) The client network device as recited in Claim 49 wherein said metadata is rendered with the processor on the client networked device while said audio or video data is rendered, said digital encoded media data includes streamed audio data, and wherein said streamed audio data is stored on one or more of said remote servers.

52. (Amended) The client network device as recited in Claim 49 wherein said digital encoded media audio and or video data includes a compressed audio or video data file that is stored on one or more of said remote servers computers.

53. (Amended) The client network device as recited in Claim 49 wherein said unique file identifier relates to a location on the remote server by being operative to be used to access the locations within the memory of the remote servers computers, and wherein the memory is a computer-readable storage device.

54. (Amended) The client network device as recited in Claim 49 wherein said unique file identifier includes an address representing a location of said encoded digital media audio and or video data, and wherein said unique file identifier is received into the memory of the client networked device from a second remote server having a different network address from the one or more remote servers computers.

55. (Amended) The client network device as recited in Claim 49 further comprising a menu stored on the computer-readable storage device operative to indicate addresses of a plurality of digital encoded media audio and or video where media audio and or video data is stored on one of the media servers remote computers, and a module operative to receive a signal from the input device to change the indication of the addresses of the plurality of digital encoded media audio and or video data.

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56. (Amended) The client network device as recited in Claim 49 wherein said processor is operative to regulate rate the digital encoded media audio and or video data is being received from the remote server using TCP/IP.
57. (Amended) The client network device as recited in claim 51 wherein the digital encoded media audio and or video data is encoded using compression; and wherein the digital encoded media audio and or video is decoded using decompressed and a random access memory coupled with the client networked device.

58. (Amended) A method of receiving an encoded media audio and or video data file for use on a client networked device coupled with one or more remote servers computers delivering digital encoded media audio and or video data file and related metadata via a communications network, the method comprising:

displaying on the client networked device a unique file identifier used to access;

(a) a location or address where the digital encoded audio and or video media data file is stored in a memory storage device coupled with the one or more of the remote computers, and

(b) a location or address where the related metadata is stored in a memory storage device coupled with the one or more of the remote servers computers;

receiving a selection of the displayed unique file identifier used to access a location or address where the digital encoded audio and or video media data file is stored and used to access a location or address where the related metadata is stored in the memory storage device coupled with the one or more of the remote servers computers in response to using an input device coupled with the client networked device;

generating on the client networked device, as a result of the receiving of the selection of the displayed unique file identifier, a request to the one or more remote servers computers via the communications network to receive digital encoded audio and or video media file and related metadata from said location or address where the digital encoded audio and or video media data file is stored in the memory

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storage device coupled with the one or more of the remote ~~servers~~computers and from said location or address where the related metadata file is stored in the memory storage device coupled with the one or more of the remote computers;

receiving on a memory of the client network device, as a result of the generated request, via the communications network: (a) the digital encoded ~~media~~audio and or video data file from said location or address in the memory storage device coupled with the one or more of the remote ~~servers~~computers, and (b) the related metadata from said location or address where the related metadata file is stored in the memory storage device coupled with the one or more of the remote computers; and

decoding and rendering at least a portion of the received digital encoded audio and or video ~~media~~ data file from the memory of the client networked device and rendering the decoded received digital encoded audio and or video data file on the client device during the receiving of the digital encoded audio and or video ~~media~~ data file from said location or address in the memory storage device coupled with the one or more of the remote ~~servers~~computers.

59. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising including streamed video data with the digital encoded ~~media~~ video data, and receiving the streamed video data within the media data buffer via the communications network in a packetized format.

60. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising including streamed audio data with the digital encoded ~~media~~ audio data, and receiving the streamed audio data within the media data buffer via the communications network in a packetized format.

61. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising including with said digital encoded ~~media~~ audio and or video data a compressed audio or video data file and the metadata file within a same file as the compressed audio or video data file; and storing compressed audio or video data files on one or more of said remote ~~servers~~computers; and rendering the metadata file on the client device while receiving the digital encoded audio and or video data file.

62. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising relating said unique file identifier to a location on the remote server by being using the unique file identifier to access the locations within the memory of the remote ~~servers~~computers, and using a computer-readable storage device as the memory on the remote server.

63. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising receiving the unique file identifier from a second remote networked server via the network into the client networked device, and storing said unique file identifier into the memory of the client networked device from a second remote server upon receipt thereof.

64. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising storing a menu of multiple unique file identifiers, used to indicate addresses of a plurality of digital encoded audio and or video media-where ~~media~~audio and or video data is stored on one of the ~~mediaremote servers~~computers, on the computer-readable storage device of the client networked device, receiving on the client networked device a signal from the input device, and changing the display of the multiple unique file identifiers that are used to access the addresses of the plurality of digital encoded audio and or video media-files in response to receipt of the signal.

65. (Amended) The method of receiving an encoded audio and or video media data file as recited in Claim 58 further comprising regulating the rate the digital encoded audio and or video media-data files are is being received from the remote server using TCP/IP.

66. (Amended) The method of receiving an encoded audio and or video media data file as recited in claim 59 further comprising encoding the digital audio and or video encoded-media-data using compression; and decoding the digital encoded ~~media~~audio and or video using decompression with a random access memory coupled with the client networked device.

67. (Amended) The method of receiving an encoded ~~media~~audio and or video data file as recited in claim 58 further comprising rendering the encoded ~~media~~audio and or video data file by decoding the digitally encoded data file using an audio driver stored

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in a memory on the client networked device while the encoded ~~media~~audio and or video data file is being received from one or more ~~servers~~computers.

68. (Amended) A computer readable medium having instructions for use in a single media player application, the instructions when executed by a processor in a client network device comprise:

displaying on the client networked device a unique file identifier related to a one or more locations or addresses where digital encoded audio and or video media data and related metadata is are stored in a memory storage device coupled with one or more remote ~~servers~~computers;

receiving a selection of the displayed unique file identifier related to a the one or more locations or addresses where the digital encoded audio and or video media data and related metadata are is stored in the memory storage device coupled with the one or more of the remote ~~servers~~computers in response to using a input device coupled with the client networked device;

generating on the client networked device, as a result of the receipt of the selection of the displayed unique file identifier, a request to at least one the one or more of the remote serverscomputers via the communications network to receive digital encoded ~~media~~audio and or video and related metadata from said one or more locations or addresses where the encoded audio and or video media data and from said locations or addresses where the related metadata is stored in the memory storage device coupled with the one or more of the remote ~~servers~~computers;

receiving on a client memory of the client network device, as a result of the generated request, via the communications network the digital encoded audio and or video media data and related metadata from said locations or addresses in the memory storage device coupled with the one or more of the remote ~~servers~~computers; and

~~decoding and rendering~~ at least a portion of the received digital encoded ~~media~~audio and or video data from the client memory of the client networked and rendering the decoded received digital encoded audio and/or video data and related metadata device on the client networked device during the receiving of the digital encoded audio and/or video media data from said locations or addresses in the

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memory storage device coupled with the one or more of the remote servers computers.

69. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: including streamed video data with the digital encoded video media data, and receiving the streamed video data within the media data buffer via the communications network in a packetized format.

70. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: including streamed audio data with the digital encoded audio media data, and receiving the streamed audio data within the media data buffer via the communications network in a packetized format.

71. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: including with said digital encoded audio and or video media data a compressed audio or video data file; and storing compressed audio or video data files with related metadata on one or more of said remote ~~servers~~ computers.

72. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: relating said unique file identifier to a location on the remote server by being using the unique file identifier to access the locations within the memory of the remote ~~servers~~ computers, and using a computer-readable storage device as the memory on the remote server.

73. (Previously Presented) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: receiving the unique file identifier from a second remote networked server via the network into the client

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networked device, and storing said unique file identifier into the memory of the client networked device from a second remote server upon receipt thereof.

74. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: storing a menu of multiple unique file identifiers, used to indicate addresses of a plurality of digital encoded mediaaudio and or video data where audio and or video media-data is stored on one of the mediaremote serverscomputers, on the computer-readable storage device of the client networked device, receiving on the client networked device a signal from the input device, and changing the display of the multiple unique file identifiers that are used to access the addresses of the plurality of digital encoded audio and or video media-files in response to receipt of the signal.

75. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: encoding the digital encoded audio and or video media-data using compression; and decoding the digital encoded mediaaudio and or video data using decompression with a random access memory coupled with the client networked device.

76. (Amended) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: rendering the encoded audio and/or video media-data file by decoding the digitally encoded data file using an audio and/or video driver stored in a memory on the client networked device while the encoded audio and or video media-data file is being received from one or more serverscomputers.